

*Exhibit A*

*Showing the present amendments to claims in this reissue application*

16. (Currently amended) A method ~~for~~ of processing an application ~~applications~~, the method comprising:  
providing a front-end server;  
providing a plurality of dedicated processors coupled to the front-end server;  
selecting an application;  
transferring the selected application ~~from a memory device~~ to the at least one of the plurality of dedicated processors for execution;  
~~initiating~~ enabling communication between a user and the at least one of the dedicated processors ~~so~~ such that the user can participate in the execution of the selected application;  
executing the selected application at the at least one of the dedicated processors;  
and  
suspending communication between the user and the front end server.

17. (Currently amended) A method according to claim 16, further comprising:  
storing a plurality of applications ~~in the memory device, the memory device being coupled to the front-end server;~~ and  
at the front-end server, generating appropriate communication signals to download the selected application to the at least one of the plurality of dedicated processors.

18. (Previously presented) A method according to claim 16, further comprising:  
selecting at least one of the plurality of dedicated processors to execute the selected application.

19. (Currently amended) A method according to claim 18, wherein the selecting at least one of the plurality of dedicated processors includes polling the plurality of dedicated processors by the front-end server to determine which ~~one~~ of the plurality of dedicated processors is available to execute the selected application before that application is downloaded to the selected at least one of the plurality of dedicated processors.

20. (Currently amended) A method according to claim 18, wherein the selecting at least one of the plurality of dedicated processors includes the plurality of dedicated processors communicating their status to the front-end server.

21. (Currently amended) A method according to claim 16, wherein the ~~plurality of~~ dedicated processors are heterogeneous.

22. (Currently amended) A method according to claim 16, further comprising:

~~initiating~~ enabling communication between at least one additional user and the at least one of the dedicated processors ~~so~~ such that the user and the at least one additional user can participate in the execution of the selected application.

23. (Currently amended) The method of claim 22, further comprising:  
providing a voice bridge between the user and the at least one additional user to facilitate the voice communication.

24. (Currently amended) The method of claim 22, further comprising:  
providing a voice bridge between the user and the at least one additional user and one or more processors of the plurality of dedicated processors to facilitate the voice communication.

25. (Previously presented) A method according to claim 16, wherein the selected application is a real-time application.

26. (Previously presented) A method according to claim 22, wherein the selected application is a real-time application.

27. (Previously presented) A method according to claim 16, wherein the selected application is a real-time game application.

28. (Previously presented) A method according to claim 22, wherein the selected application is a real-time game application.

30. (Currently amended) A method ~~for~~ of processing ~~real-time~~ an application ~~applications which may be executed by a plurality of users~~, the method comprising:  
providing a front-end server that has access to a plurality of applications;  
providing a plurality of dedicated processors that communicate with the front-end server, the plurality of dedicated processors being inhomogeneous;  
receiving a message from at least one user of ~~the~~ a plurality of users ~~to~~ at the front-end server that the at least one user desires ~~to have executed~~ a particular application;  
selecting a dedicated processor that is of the appropriate type and capacity to run the particular application;  
~~initiating~~ enabling communication between the plurality of users and the selected dedicated processor; and  
executing the particular application selected by the at least one user on the selected dedicated processor.

31. (Currently amended) The method of claim 30, further comprising:  
requesting at the front-end server status information from the plurality of dedicated processors; and  
receiving the status information at the front-end server.

32. (Currently amended) The method of claim 30, further comprising:

after ~~initiating~~ said enabling communication between the plurality of users and the selected dedicated processor, suspending communication between the plurality of users and the front-end server ~~so~~ such that the plurality of users are communicating directly with the selected dedicated processor.

33. (Currently amended) The method of claim 30, wherein ~~initiating~~ said enabling communication between the plurality of users and the selected dedicated processor comprises ~~initiating~~ enabling communication between the plurality of users and the selected dedicated processor along a communication path that does not pass through the front-end server.

34. (Currently amended) A method ~~for~~ of processing an application ~~applications which may be executed by a plurality of users~~, the method comprising:  
providing a front-end server;  
providing a plurality of dedicated processors that communicate with the front-end server ~~and that have~~, the front end server having access to a plurality of applications; ~~including at least one real-time application~~;  
~~initiating~~ enabling communication between a first user and the front-end server;  
~~sending~~ receiving a message from the first user ~~to~~ at the front-end server indicating that the first user desires ~~to have executed~~ a particular application;  
~~initiating~~ enabling communication between the first user and one of the plurality of dedicated processors through a communication pathway that does not pass through the front-end server; and  
executing the particular application on the one of the plurality of dedicated processors.

35. (Currently amended) A method according to claim 34, further comprising coupling a second user to ~~the~~ a selected dedicated processor ~~so~~ such that the second user may participate in the execution of the particular application.

36. (Currently amended) A method according to claim 35, further comprising coupling additional users to ~~the~~ a selected dedicated processor.

37. (Currently amended) A method according to claim 34, wherein the particular application is a real-time application.

38. (Currently amended) A method according to claim 34, wherein the particular application is a ~~real-time~~ game application.

39. (Currently amended) A method according to claim 34 wherein the ~~front-end server has access to at least one non real-time application and further comprising executing particular application is a non-real-time application on the front-end server.~~

40. (Currently amended) A method according to claim 39, further comprising:  
~~initiating~~ enabling communication ~~between the first user and the front-end server so such~~ that the first user can participate in the execution of the non-real-time application.

41. (Previously presented) A method according to claim 34, wherein the front end server determines the status of the dedicated processors.

42. (Previously presented) A method according to claim 41, wherein the front end server chooses an available dedicated processor to execute the particular application.

43. (Currently amended) A computer system architecture for processing ~~real-time an application applications~~, the architecture comprising:

a front-end server;

at least one dedicated processor coupled to the front-end server;

a coupler communicating with the front-end server, the dedicated processor and a plurality of users, wherein one or more users communicates ~~with the front-end server to select an selected application, and the front-end server communicates with the plurality of~~

~~users and~~ at least one selected dedicated processor executes the selected application, the coupler including:

means for selecting at least one dedicated processor to execute the selected application; and

means for decoupling a plurality of users from the front-end server and coupling the plurality of users to the at least one ~~of the~~ selected dedicated processor ~~processors so such~~ that the plurality of users is communicating ~~directly~~ with the selected dedicated processor ~~so such~~ that the plurality of users can participate in the execution of the selected application.

44. (Currently amended) The computer system of claim 43, further comprising a voice bridge ~~configured to be coupled~~ between one or more users of the plurality of users and the at least one selected dedicated processor.

45. (Currently amended) An architecture according to claim 43, further comprising a ~~memory~~ device coupled to the front-end server for storing a plurality of applications wherein the front-end server downloads a selected application to at least one said dedicated processor.

46. (Currently amended) An architecture according to claim 43, further comprising a memory coupled to the at least one dedicated processor.

47. (Currently amended) A method ~~for~~ of running a real-time program ~~applications~~, the method comprising:  
providing a front-end server;  
~~providing~~ networked with a dedicated processor;  
~~coupling the front end server with the dedicated processor so that the front end server may communicate with dedicated processors;~~  
~~coupling a user to the front end server;~~

~~communicating~~ receiving, via an access router, at the front-end server, a selection from a user device of a particular real-time program ~~application to the front-end server;~~  
and  
executing the particular real-time program ~~application~~ on the dedicated processor;  
and  
~~directly coupling the user device to the dedicated processor~~ to allow the user device to participate in the execution of the particular real-time program ~~application~~.

48. (Currently amended) A method ~~for~~ of using a computer system ~~in processing an application,~~ the method including ~~the steps of:~~  
providing a front end server;  
providing a plurality of dedicated processors, ~~so~~ such that the front end server can communicate with at least one of the plurality of dedicated processors;  
~~connecting two users via the Internet and via the front-end server to initiate communication with the dedicated processor;~~ and  
executing ~~an~~ a real-time application ~~program~~ on the at least one of the dedicated processors to enable the users to communicate voice over a voice bridge with each other.

49. (Currently amended) The method of claim 48, wherein ~~the step of~~ said executing the ~~real-time~~ application ~~program~~ includes facilitating a teleconference with another user.

50. (Currently amended) The method of claim 48, wherein ~~the step of~~ said executing the ~~real-time~~ application ~~program~~ includes forming a voice conference and connecting one of the users to the voice conference.

51. (Currently amended) The method of claim 48, wherein ~~the step of~~ said executing the ~~real-time~~ application ~~program~~ includes connecting one of the users to an existing voice conference.

52. (Currently amended) The method of claim 48, wherein ~~the step of~~ said executing the ~~real-time~~ application ~~program~~ includes forming a voice conference and enabling manipulation of a parameter of the voice conference.

53. (Currently amended) The method of claim 48, wherein ~~the step of~~ said executing the ~~real-time~~ application ~~program~~ includes forming a voice conference and enabling movement of one of the users from the voice conference to another voice conference.

54. (Currently amended) The method of claim 48, further including ~~the step~~ of sending the user's voice stream via a telephone network.

55. (Currently amended) The method of claim 48, further including ~~the step~~ of sending data with the voice.

56. (Currently amended) A method ~~for~~ of using a computer system in processing an application, the method including the steps of:  
providing a front end server; and  
providing a plurality of dedicated processors, ~~so that~~ the front end server ~~can~~ communicate communicating with at least one of the plurality of dedicated processors; and to respond to  
initiating cellular telephone communication from one of a plurality of users ~~to by~~ enabling, with the front end server, ~~to enable the at least one of~~ the dedicated processors to execute ~~the-an~~ application ~~and that~~ facilitates communication between the one user and an other of the users.

57. (Currently amended) The method of claim 56, ~~wherein the step of~~ initiating ~~includes~~ further including communicating voice between the one user and ~~another~~ the other of the users.



58. (Currently amended) The method of claim 56, ~~wherein the step of initiating includes~~ further including communicating data between the one user and ~~another~~ the other of the users.

59. (Currently amended) The method of claim 56, ~~wherein the step of initiating includes~~ further including communicating voice and data between the one user and ~~another~~ the other of the users.

60. (Currently amended) The method of claim 56, further including ~~the step of:~~ engaging in a chat room discussion ~~discussions~~ with the cellular telephone.

61. (Currently amended) A method ~~for~~ of using a computer system in communicating with an application, the method including ~~the steps of:~~  
providing a front end server; and  
providing a plurality of dedicated processors, ~~so that~~ the front end server ~~can communicate~~ communicating with at least one of the plurality of dedicated processors;  
to respond to

~~initiating~~ cellular telephone communication from ~~one of a plurality of users to an~~ end user by enabling, with the front end server, ~~to enable~~ one of the dedicated processors to execute ~~the~~ an application ~~and to~~ communicate with the user.

62. (Currently amended) The method of claim 61, further including ~~the step of~~ accessing the world wide web with the cellular telephone.

63. (Currently amended) The method of ~~of~~ claim 61, further including ~~the step of:~~ communicating via the Internet with the cellular telephone.

64. (Currently amended) The method of claim 61, wherein ~~the step of initiating is carried out with~~ the application ~~program being~~ is a game application.

65. (Currently amended) The method of claim 64, wherein the game application ~~includes~~ is played with another ~~more than one~~ user.

66. (Currently amended) A method ~~for~~ of using a computer system in processing an application, the method including ~~the steps of~~:  
providing a front end server;  
providing a plurality of dedicated processors ~~so~~ such that the front end server can communicate with at least one of the plurality of dedicated processors; and  
~~connecting two users via the Internet and via the front end server to initiate communication with the dedicated processor;~~  
executing a game application ~~program~~ on the at least one of the dedicated processors to enable the users to play the game with each other while suspending user communication ~~between one of the users and~~ with the front end server.

67. (Currently amended) A method ~~for~~ of using a computer system in processing an application, the method including ~~the steps of~~:  
providing a front end server;  
providing a plurality of dedicated processors ~~so~~ such that the front end server can communicate with at least one of the plurality of dedicated processors;  
connecting two users via a voice bridge ~~the Internet and via the front end server to initiate communication with the dedicated processor;~~ and  
executing a game application ~~program~~ on ~~more than~~ at least one of the dedicated processors to enable the users to play the game with each other.

68. (Currently amended) A method ~~for~~ of using a computer system in processing an application, the method including ~~the steps of~~:  
providing a front end server; and  
providing a plurality of dedicated processors, ~~so that~~ the front end server ~~can communicate~~ communicating with at least one of the plurality of dedicated processors; to respond to

~~initiating~~ cellular telephone communication from one of a plurality of users ~~to by~~ enabling, with the front end server, ~~to enable~~ one of the dedicated processors to execute a game application on the at least one of the dedicated processors to enable the users to play the game with each other.

69. (Currently amended) The method of any one of claims 56 through 68, wherein ~~one of said steps is carried out with the application program being~~ is a real-time application ~~program~~.

70. (Currently amended) A computer system architecture ~~for~~ processing an application, the architecture including:

a front end server;

a plurality of dedicated processors structured ~~so~~ such that the front end server can communicate with at least one of the plurality of dedicated processors;

~~a connection of two users via the Internet and via the front end server to initiate communication with the dedicated processor; and~~

~~a real-time~~ an application ~~program~~ executing on the at least one of the dedicated processors to enable the users to communicate voice with each other over a voice bridge and to communicate data over an access router.

71. (Currently amended) The architecture of claim 70, wherein the ~~real-time~~ application ~~program~~ facilitates a teleconference with another user.

72. (Currently amended) The architecture of claim 70, wherein the ~~real-time~~ application ~~program~~ forms a voice conference and connects one of the users to the voice conference.

73. (Currently amended) The architecture of claim 70, wherein the ~~real-time~~ application ~~program~~ connects one of the users to an existing voice conference.

74. (Currently amended) The architecture of claim 70, wherein the ~~real-time~~ application ~~program~~ forms a voice conference and enables manipulation of a parameter of the voice conference.

75. (Currently amended) The architecture of claim 70, wherein the ~~real-time~~ application ~~program~~ forms a voice conference and enables movement of one of the users from the voice conference to another voice conference.

76. (Currently amended) The architecture of claim 70, further including a telephone network communicating ~~the user's~~ a voice stream of at least one of the users.

77. (Currently amended) The architecture of claim 70, wherein the ~~real-time~~ application sends data with the voice.

78. (Currently amended) A computer system architecture ~~for~~ processing an application, the architecture including:

a front end server; and

a plurality of dedicated processors structured ~~so~~ such that the front end server can communicate with at least one of the plurality of dedicated processors; ~~and~~ to respond to

~~a cellular telephone communication from one of a plurality of users to the front end server to enable~~ by enabling the at least one of the dedicated processors to execute the application and facilitate communication between the one user and ~~another~~ of the users.

79. (Currently amended) The architecture of claim 78, wherein the cellular telephone communication includes a communication of voice ~~between the one user and another of the users.~~

80. (Currently amended) The architecture of claim 78, wherein the cellular telephone communication includes a communication of data ~~between the one user and another of the users.~~

81. (Currently amended) The architecture of claim 78, wherein the cellular telephone communication includes a communication of voice and data ~~between the one user and another of the users.~~

82. (Previously presented) The architecture of claim 78, wherein the cellular telephone communication includes a chat room discussion.

83. (Currently amended) A computer system architecture ~~for~~ processing an application, the architecture including:  
a front end server; and  
a plurality of dedicated processors structured ~~so~~ such that the front end server can communicate with at least one of the plurality of dedicated processors; to respond to  
a cellular telephone communication from ~~one of a plurality of users~~ a user ~~to the front end server to enable~~ by enabling the at least one of the dedicated processors to execute the application ~~and~~ to communicate with the user.

84. (Currently amended) The architecture of claim 83, wherein the cellular telephone communication enables accessing the world wide web.

85. (Currently amended) The architecture of claim 83, wherein the cellular telephone communication enables communicating via the Internet.

86. (Currently amended) The ~~method~~ architecture of claim 83, wherein the application ~~program~~ is a game application.

87. (Currently amended) The ~~method~~ architecture of claim 86, wherein the game application facilitates a multi-user game ~~includes more than one user.~~

88. (Currently amended) A computer system architecture processing an application, the architecture:

a front end server;

a plurality of dedicated processors structured ~~so~~such that the front end server can communicate with at least one of the plurality of dedicated processors, wherein, of the dedicated processors, at least one of the dedicated processors is not homogeneous;

~~a connection between two users via the Internet and via the front end server to initiate communication with the dedicated processor; and~~

a game application ~~program~~ executed on the at least one of the plurality of dedicated processors to enable the users to play the game with each other over an access router ~~while suspending communication between one of the users and the front end server.~~

89. (Currently amended) A computer system architecture ~~for~~ processing an application, the architecture including:

a front end server;

a plurality of dedicated processors ~~so~~ such that the front end server can communicate with at least one of the plurality of dedicated processors;

~~a connection formed between two users via the Internet and with at least one of the users via the front end server to initiate communication with the dedicated processor; and~~

a game application ~~program~~ executed on more than one of the dedicated processors to enable the users to play the game with each other, while suspending user communication with the front end server.

90. (Currently amended) A computer system architecture ~~for~~ processing an application, the architecture including:

a front end server; and

a plurality of dedicated processors ~~so~~ such that the front end server can communicate with at least one of the plurality of dedicated processors;

a to respond to cellular telephone communication from one of a plurality of users by enabling, with ~~to~~ the front end server, ~~to enable~~ one of the dedicated processors to

execute a game application ~~program~~ on the dedicated processor to enable the users to play the game with each other.

91. (Currently Amended) The architecture of any one of claims 80 through 90, wherein the application ~~program~~ is a real-time application ~~program~~.